Foundation of Cryptography, Lecture 6 Interactive Proofs and Zero Knowledge

Iftach Haitner, Tel Aviv University

Tel Aviv University.

May 7, 2013

Part I

Interactive Proofs

\mathcal{NP} as a Non-interactive Proofs

Definition 1 (\mathcal{NP})

 $\mathcal{L} \in \mathcal{NP}$ iff $\exists \ell \in \text{poly}$ and poly-time algorithm V such that:

- $\forall x \in \mathcal{L} \cap \{0,1\}^n$ there exists $w \in \{0,1\}^{\ell(n)}$ s.t. V(x,w) = 1
- V(x, w) = 0 for every $x \notin \mathcal{L}$ and $w \in \{0, 1\}^*$

\mathcal{NP} as a Non-interactive Proofs

Definition 1 (\mathcal{NP})

 $\mathcal{L} \in \mathcal{NP}$ iff $\exists \ell \in \text{poly}$ and poly-time algorithm V such that:

- $\forall x \in \mathcal{L} \cap \{0,1\}^n$ there exists $w \in \{0,1\}^{\ell(n)}$ s.t. V(x,w) = 1
- V(x, w) = 0 for every $x \notin \mathcal{L}$ and $w \in \{0, 1\}^*$
- A non-interactive proof

\mathcal{NP} as a Non-interactive Proofs

Definition 1 (\mathcal{NP})

 $\mathcal{L} \in \mathcal{NP}$ iff $\exists \ell \in \text{poly}$ and poly-time algorithm V such that:

- $\forall x \in \mathcal{L} \cap \{0,1\}^n$ there exists $w \in \{0,1\}^{\ell(n)}$ s.t. V(x,w) = 1
- V(x, w) = 0 for every $x \notin \mathcal{L}$ and $w \in \{0, 1\}^*$
- A non-interactive proof
- Interactive proofs?

Interactive algorithm

- Interactive algorithm
- Protocol $\pi = (A, B)$

- Interactive algorithm
- Protocol $\pi = (A, B)$
- RV describing the parties joint output $\langle A(i_A), B(i_B) \rangle(i) \rangle$

- Interactive algorithm
- Protocol $\pi = (A, B)$
- RV describing the parties joint output $(A(i_A), B(i_B))(i)$
- *m*-round algorithm, *m*-round protocol

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness $\forall x \in \mathcal{L}$, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness $\forall x \in \mathcal{L}$, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

Soundness $\forall x \notin \mathcal{L}$, and any algorithm $P^* \Pr[\langle (P^*, V)(x) \rangle = 1] \le 1/3$

• IP = PSPACE!

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness
$$\forall x \in \mathcal{L}$$
, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

- IP = PSPACE!
- We typically consider (and achieve) perfect completeness

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness
$$\forall x \in \mathcal{L}$$
, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

- IP = PSPACE!
- We typically consider (and achieve) perfect completeness
- Negligible "soundness error" achieved via repetition.

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness
$$\forall x \in \mathcal{L}$$
, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

- IP = PSPACE!
- We typically consider (and achieve) perfect completeness
- Negligible "soundness error" achieved via repetition.
- Sometime we have efficient provers via "auxiliary input"

Definition 2 (Interactive Proof (IP))

A protocol (P, V) is an interactive proof for \mathcal{L} , if V is PPT and:

Completeness
$$\forall x \in \mathcal{L}$$
, $\Pr[\langle (P, V)(x) \rangle = 1] \ge 2/3$

- IP = PSPACE!
- We typically consider (and achieve) perfect completeness
- Negligible "soundness error" achieved via repetition.
- Sometime we have efficient provers via "auxiliary input"
- computationally sound proofs/interactive arguments: Soundness only guaranteed against efficient (PPT) provers

Section 1

Interactive Proof for Graph Non-Isomorphism

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

```
Graphs G_0 = ([m], E_0) and G_1 = ([m], E_1) are isomorphic, denoted G_0 \equiv G_1, if \exists \pi \in \Pi_m such that (u, v) \in E_0 iff (\pi(u), \pi(v)) \in E_1.
```

We assume a reasonable mapping from graphs to strings

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

- We assume a reasonable mapping from graphs to strings
- $\bullet \ \mathcal{GI} = \{(G_0, G_1) \colon G_0 \equiv G_1\} \in \mathcal{NP}$

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

- We assume a reasonable mapping from graphs to strings
- $\bullet \ \mathcal{GI} = \{(G_0,G_1) \colon G_0 \equiv G_1\} \in \mathcal{NP}$
- Does $\mathcal{GNI} = \{(G_0, G_1) \colon G_0 \not\equiv G_1\} \in \mathcal{NP}$?

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

- We assume a reasonable mapping from graphs to strings
- $\bullet \ \mathcal{GI} = \{(G_0,G_1) \colon G_0 \equiv G_1\} \in \mathcal{NP}$
- Does $\mathcal{GNI} = \{(G_0, G_1) \colon G_0 \not\equiv G_1\} \in \mathcal{NP}$?
- We will show a simple interactive proof for GNT

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

- We assume a reasonable mapping from graphs to strings
- $\bullet \ \mathcal{GI} = \{(G_0,G_1) \colon G_0 \equiv G_1\} \in \mathcal{NP}$
- Does $\mathcal{GNI} = \{(G_0, G_1) \colon G_0 \not\equiv G_1\} \in \mathcal{NP}$?
- We will show a simple interactive proof for GNT

 Π_m – the set of all permutations from [m] to [m]

Definition 3 (graph isomorphism)

- We assume a reasonable mapping from graphs to strings
- $\bullet \ \mathcal{GI} = \{(G_0,G_1) \colon G_0 \equiv G_1\} \in \mathcal{NP}$
- Does $\mathcal{GNI} = \{(G_0, G_1) \colon G_0 \not\equiv G_1\} \in \mathcal{NP}$?
- We will show a simple interactive proof for GNI Idea: Beer tasting...

IP for \mathcal{GNI}

Protocol 4 ((P, V))

Common input $G_0 = ([m], E_0), G_1 = ([m], E_1)$

- V chooses $b \leftarrow \{0,1\}$ and $\pi \leftarrow \Pi_m$, and sends $\pi(E_b) = \{(\pi(u), \pi(v)) : (u, v) \in E_b\}$ to P
- 2 P send b' to V (tries to set b' = b)
- 3 V accepts iff b' = b

IP for \mathcal{GNI}

Protocol 4 ((P, V))

Common input $G_0 = ([m], E_0), G_1 = ([m], E_1)$

- V chooses $b \leftarrow \{0, 1\}$ and $\pi \leftarrow \Pi_m$, and sends $\pi(E_b) = \{(\pi(u), \pi(v)) : (u, v) \in E_b\}$ to P
- 2 P send b' to V (tries to set b' = b)
- 3 V accepts iff b' = b

Claim 5

The above protocol is IP for \mathcal{GNI} , with perfect completeness and soundness error $\frac{1}{2}$.

 Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)

 Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)

- Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)
- $([m], \pi(E_i))$ is a random element in $[G_i]$ the equivalence class of G_i

- Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)
- $([m], \pi(E_i))$ is a random element in $[G_i]$ the equivalence class of G_i

- Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)
- $([m], \pi(E_i))$ is a random element in $[G_i]$ the equivalence class of G_i

Hence,

$$G_0 \equiv G_1$$
: $Pr[b' = b] \leq \frac{1}{2}$.

- Graph isomorphism is an equivalence relation (separates the set of all graph pairs into separate subsets)
- $([m], \pi(E_i))$ is a random element in $[G_i]$ the equivalence class of G_i

Hence,

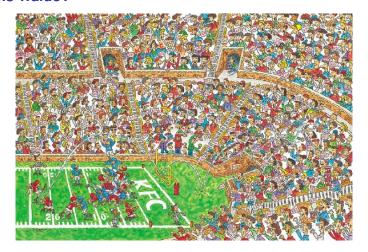
```
G_0 \equiv G_1: \Pr[b' = b] \le \frac{1}{2}.

G_0 \not\equiv G_1: \Pr[b' = b] = 1 (i.e., P can, possibly inefficiently, extracted from \pi(E_i))
```

Part II

Zero knowledge Proofs

Where is Waldo?



Where is Waldo?



Question 6

Can you prove you know where Waldo is without revealing his location?

The concept of zero knowledge

Proving w/o revealing any addition information.

The concept of zero knowledge

- Proving w/o revealing any addition information.
- What does it mean?

The concept of zero knowledge

- Proving w/o revealing any addition information.
- What does it mean? Simulation paradigm.

Definition 7 (computational \mathcal{ZK})

An interactive proof (P, V) is computational zero-knowledge proof (\mathcal{CZK}) for \mathcal{L} , if \forall PPT V*, \exists PPT S such that $\{\langle (P,V^*)(x)\rangle\}_{x\in\mathcal{L}}\approx_{\mathcal{C}}\{S(x)\}_{x\in\mathcal{L}}.$

Definition 7 (computational \mathcal{ZK})

An interactive proof (P, V) is computational zero-knowledge proof (\mathcal{CZK}) for \mathcal{L} , if \forall PPT V^* , \exists PPT S such that $\{\langle (P, V^*)(x) \rangle\}_{x \in \mathcal{L}} \approx_c \{S(x)\}_{x \in \mathcal{L}}$. Perfect \mathcal{ZK} (\mathcal{PZK}) /statistical \mathcal{ZK} (\mathcal{SZK}) – the above dist. are

identically/statistically close, even for unbounded V*.

Definition 7 (computational \mathcal{ZK})

An interactive proof (P, V) is computational zero-knowledge proof (\mathcal{CZK}) for \mathcal{L} , if \forall PPT V^* , \exists PPT S such that $\{\langle (P, V^*)(x) \rangle\}_{x \in \mathcal{L}} \approx_c \{S(x)\}_{x \in \mathcal{L}}$. Perfect \mathcal{ZK} (\mathcal{PZK}) /statistical \mathcal{ZK} (\mathcal{SZK}) – the above dist. are identically/statistically close, even for unbounded V^* .

 \bigcirc \mathcal{ZK} is a property of the prover.

Definition 7 (computational \mathcal{ZK})

- \bullet \mathcal{ZK} is a property of the prover.
- 2 \mathcal{ZK} only required to hold with respect to true statements.

Definition 7 (computational \mathcal{ZK})

- \bigcirc \mathcal{ZK} is a property of the prover.
- 2 \mathcal{ZK} only required to hold with respect to true statements.
- wlg. V*'s outputs is its "view".

Definition 7 (computational \mathcal{ZK})

- \bigcirc \mathcal{ZK} is a property of the prover.
- \bigcirc \mathcal{ZK} only required to hold with respect to true statements.
- wlg. V*'s outputs is its "view".
- **1** Trivial to achieve for $\mathcal{L} \in \mathcal{BPP}$

Definition 7 (computational \mathcal{ZK})

- \bullet \mathcal{ZK} is a property of the prover.
- 2 \mathcal{ZK} only required to hold with respect to true statements.
- 3 wlg. V*'s outputs is its "view".
- **1** Trivial to achieve for $\mathcal{L} \in \mathcal{BPP}$
- Extension: auxiliary input

Definition 7 (computational \mathcal{ZK})

- \bullet \mathcal{ZK} is a property of the prover.
- wlg. V*'s outputs is its "view".
- **1** Trivial to achieve for $\mathcal{L} \in \mathcal{BPP}$
- Extension: auxiliary input
- **1** The "standard" \mathcal{NP} proof is typically not zero knowledge

Definition 7 (computational \mathcal{ZK})

- \bigcirc \mathcal{ZK} is a property of the prover.
- 2 \mathcal{ZK} only required to hold with respect to true statements.
- wlg. V*'s outputs is its "view".
- **1** Trivial to achieve for $\mathcal{L} \in \mathcal{BPP}$
- Extension: auxiliary input
- **1** The "standard" \mathcal{NP} proof is typically not zero knowledge
- **1** Next class \mathcal{ZK} for all \mathcal{NP}

Section 2

Zero-Knowledge Proof go Graph-Isomorphism

\mathcal{ZK} Proof for Graph Isomorphism

Idea: route finding

\mathcal{ZK} Proof for Graph Isomorphism

Idea: route finding

Common input
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

P's input a permutation π such that $\pi(E_1) = E_0$

- **①** P chooses $\pi' \leftarrow \Pi_m$ and sends $E = \pi'(E_0)$ to V
- V sends b ← {0,1} to P
- **3** if b = 0, P sets $\pi'' = \pi'$, otherwise, it sends $\pi'' = \pi' \circ \pi$ to V
- 4 V accepts iff $\pi''(E_b) = E$

\mathcal{ZK} Proof for Graph Isomorphism

Idea: route finding

Protocol 8 ((P, V))

Common input
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

P's input a permutation π such that $\pi(E_1) = E_0$

- **①** P chooses $\pi' \leftarrow \Pi_m$ and sends $E = \pi'(E_0)$ to V
- V sends b ← {0,1} to P
- **3** if b = 0, P sets $\pi'' = \pi'$, otherwise, it sends $\pi'' = \pi' \circ \pi$ to V
- **4** V accepts iff $\pi''(E_b) = E$

Claim 9

The above protocol is \mathcal{SZK} for \mathcal{GI} , with perfect completeness and soundness $\frac{1}{2}$.

• Completeness: Clear

- Completeness: Clear
- Soundness: If exist j ∈ {0,1} for which ∄π' ∈ Π_m with π'(E_j) = E, then V rejects w.p. at least ½.
 Assuming V rejects w.p. less than ½ and let π₀ and π₁ be the values guaranteed by the above observation (i.e., mapping E₀ and E₁ to E respectively).

Then $\pi_0^{-1}(\pi_1(E_1)) = \pi_0 \implies (G_0, G_1) \in \mathcal{GI}$.

- Completeness: Clear
- Soundness: If exist $j \in \{0,1\}$ for which $\nexists \pi' \in \Pi_m$ with $\pi'(E_i) = E$, then V rejects w.p. at least $\frac{1}{2}$. Assuming V rejects w.p. less than $\frac{1}{2}$ and let π_0 and π_1 be the values guaranteed by the above observation (i.e., mapping E_0 and E_1 to E respectively). Then $\pi_0^{-1}(\pi_1(E_1)) = \pi_0 \implies (G_0, G_1) \in \mathcal{GI}$.
- \mathcal{ZK} : Idea for $(G_0, G_1) \in \mathcal{GI}$, it is easy to generate a random transcript for Steps 1-2, and to be able to open it with prob $\frac{1}{2}$.

The simulator

For a start consider a deterministic cheating verifier V* that never aborts.

The simulator

For a start consider a deterministic cheating verifier V* that never aborts.

Algorithm 10 (S)

Input: $x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$

Do |x| times:

- **①** Choose $b' \leftarrow \{0,1\}$ and $\pi \leftarrow \Pi_m$, and "send" $\pi(E_{b'})$ to $V^*(x)$.
- 2 Let b be V*'s answer. If b = b', send π to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

The simulator

For a start consider a deterministic cheating verifier V* that never aborts.

Algorithm 10 (S)

Input:
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

Do |x| times:

- **①** Choose $b' \leftarrow \{0,1\}$ and $\pi \leftarrow \Pi_m$, and "send" $\pi(E_{b'})$ to $V^*(x)$.
- 2 Let b be V*'s answer. If b = b', send π to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Claim 11

$$\{\langle (\mathsf{P},\mathsf{V}^*)(x)\rangle\}_{x\in\mathcal{GI}}\approx \{\mathsf{S}(x)\}_{x\in\mathcal{GI}}$$

Algorithm 12 (S')

```
Input: x = (G_0 = ([m], E_0), G_1 = ([m], E_1))
Do |x| times:
```

- **①** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- 2 Let *b* be V*'s answer. W.p. $\frac{1}{2}$, find π' such that $E = \pi'(E_b)$ and send it to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Algorithm 12 (S')

Input: $x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$ Do |x| times:

- **1** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- 2 Let b be V*'s answer.

W.p. $\frac{1}{2}$, find π' such that $E = \pi'(E_b)$ and send it to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Claim 13

 $S(x) \equiv S'(x)$ for any $x \in \mathcal{GI}$.

Algorithm 12 (S')

Input: $x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$ Do |x| times:

- Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- 2 Let b be V*'s answer.

W.p. $\frac{1}{2}$, find π' such that $E = \pi'(E_b)$ and send it to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Claim 13

 $S(x) \equiv S'(x)$ for any $x \in \mathcal{GI}$.

Algorithm 14 (S")

Input:
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

- **①** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- ② Find π' such that $E = \pi'(E_b)$, send it to V*, output V*'s output and halt.

Algorithm 14 (S")

Input: $x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$

- **1** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- **2** Find π' such that $E = \pi'(E_b)$, send it to V*, output V*'s output and halt.

Claim 15

 $\forall x \in \mathcal{GI}$ it holds that

Algorithm 14 (S")

Input:
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

- **①** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- 2 Find π' such that $E = \pi'(E_b)$, send it to V*, output V*'s output and halt.

Claim 15

 $\forall x \in \mathcal{GI}$ it holds that

- 2 $SD(S''(x), S'(x)) \le 2^{-|x|}$.

Algorithm 14 (S")

Input:
$$x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$$

- **①** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- 2 Find π' such that $E = \pi'(E_b)$, send it to V*, output V*'s output and halt.

Claim 15

 $\forall x \in \mathcal{GI}$ it holds that

- 2 $SD(S''(x), S'(x)) \le 2^{-|x|}$.

Algorithm 14 (S")

Input: $x = (G_0 = ([m], E_0), G_1 = ([m], E_1))$

- **①** Choose $\pi \leftarrow \Pi_m$ and sends $E = \pi(E_0)$ to $V^*(x)$.
- ② Find π' such that $E = \pi'(E_b)$, send it to V*, output V*'s output and halt.

Claim 15

 $\forall x \in \mathcal{GI}$ it holds that

- 2 $SD(S''(x), S'(x)) \le 2^{-|x|}$.

Proof: ? (1) is clear.

Proving Claim 15(2)

Fix
$$(E, \pi')$$
 and let $\alpha = \Pr_{S''(x)}[(E, \pi')]$.

Proving Claim 15(2)

Fix (E, π') and let $\alpha = \Pr_{S''(x)}[(E, \pi')]$. It holds that

$$\Pr_{S'(x)}[(E, \pi')] = \alpha \cdot \sum_{i=1}^{|x|} (1 - \frac{1}{2})^{i-1} \cdot \frac{1}{2}$$

$$= (1 - 2^{-|x|}) \cdot \alpha$$

Proving Claim 15(2)

Fix (E, π') and let $\alpha = \Pr_{S''(x)}[(E, \pi')]$. It holds that

$$\Pr_{S'(x)}[(E, \pi')] = \alpha \cdot \sum_{i=1}^{|x|} (1 - \frac{1}{2})^{i-1} \cdot \frac{1}{2}$$
$$= (1 - 2^{-|x|}) \cdot \alpha$$

Hence, $SD(S''(x), S'(x)) \le 2^{-|x|} \square$

Randomized verifiers

- Randomized verifiers
- Aborting verifiers

- Randomized verifiers
- Aborting verifiers
- Auxiliary input

- Randomized verifiers
- Aborting verifiers
- Auxiliary input
- Negligible soundness error?

- Randomized verifiers
- Aborting verifiers
- Auxiliary input
- Negligible soundness error?

- Randomized verifiers
- Aborting verifiers
- Auxiliary input
- Negligible soundness error? Sequentiall/Parallel composition

- Randomized verifiers
- Aborting verifiers
- Auxiliary input
- Negligible soundness error? Sequentiall/Parallel composition
- Perfect ZK for "expected time simulators"

- Randomized verifiers
- Aborting verifiers
- Auxiliary input
- Negligible soundness error? Sequentiall/Parallel composition
- Perfect ZK for "expected time simulators"
- "Black box" simulation

Section 3

Black-box Zero Knowledge

Definition 16 (Black-box simulator)

(P, V) is \mathcal{CZK} with black-box simulation for \mathcal{L} , if \exists oracle-aided PPT S s.t. for every deterministic polynomial-time^a V^* :

$$\{(\mathsf{P}(w_x),\mathsf{V}^*(z_x))(x)\}_{x\in\mathcal{L}}\approx_{\mathsf{C}}\{\mathsf{S}^{\mathsf{V}^*(x,z_x)}(x)\}_{x\in\mathcal{L}}$$

for any $\{(w_x, z_x) \in R_{\mathcal{L}}(x) \times \{0, 1\}^*\}_{x \in \mathcal{L}}$.

Definition 16 (Black-box simulator)

(P, V) is \mathcal{CZK} with black-box simulation for \mathcal{L} , if \exists oracle-aided PPT S s.t. for every deterministic polynomial-time^a V^* :

$$\{(\mathsf{P}(w_x),\mathsf{V}^*(z_x))(x)\}_{x\in\mathcal{L}}\approx_{\mathcal{C}}\{\mathsf{S}^{\mathsf{V}^*(x,z_x)}(x)\}_{x\in\mathcal{L}}$$

for any $\{(w_x, z_x) \in R_{\mathcal{L}}(x) \times \{0, 1\}^*\}_{x \in \mathcal{L}}$.

Prefect and statistical variants are defined analogously.

^aLength of auxiliary input does not count for the running time.

Definition 16 (Black-box simulator)

(P, V) is \mathcal{CZK} with black-box simulation for \mathcal{L} , if \exists oracle-aided PPT S s.t. for every deterministic polynomial-time^a V^* :

$$\{(\mathsf{P}(w_x),\mathsf{V}^*(z_x))(x)\}_{x\in\mathcal{L}}\approx_{\mathcal{C}}\{\mathsf{S}^{\mathsf{V}^*(x,z_x)}(x)\}_{x\in\mathcal{L}}$$

for any $\{(w_x, z_x) \in R_{\mathcal{L}}(x) \times \{0, 1\}^*\}_{x \in \mathcal{L}}$.

Prefect and statistical variants are defined analogously.

"Most simulators" are black box

^aLength of auxiliary input does not count for the running time.

Definition 16 (Black-box simulator)

(P, V) is \mathcal{CZK} with black-box simulation for \mathcal{L} , if \exists oracle-aided PPT S s.t. for every deterministic polynomial-time^a V^* :

$$\{(\mathsf{P}(w_x),\mathsf{V}^*(z_x))(x)\}_{x\in\mathcal{L}}\approx_{\mathcal{C}}\{\mathsf{S}^{\mathsf{V}^*(x,z_x)}(x)\}_{x\in\mathcal{L}}$$

for any $\{(w_x, z_x) \in R_{\mathcal{L}}(x) \times \{0, 1\}^*\}_{x \in \mathcal{L}}$.

Prefect and statistical variants are defined analogously.

"Most simulators" are black box

^aLength of auxiliary input does not count for the running time.

Definition 16 (Black-box simulator)

(P, V) is \mathcal{CZK} with black-box simulation for \mathcal{L} , if \exists oracle-aided PPT S s.t. for every deterministic polynomial-time^a V^* :

$$\{(\mathsf{P}(w_x),\mathsf{V}^*(z_x))(x)\}_{x\in\mathcal{L}}\approx_{\mathcal{C}}\{\mathsf{S}^{\mathsf{V}^*(x,z_x)}(x)\}_{x\in\mathcal{L}}$$

for any $\{(w_x, z_x) \in R_{\mathcal{L}}(x) \times \{0, 1\}^*\}_{x \in \mathcal{L}}$.

Prefect and statistical variants are defined analogously.

- "Most simulators" are black box
- 2 Strictly weaker then general simulation!

^aLength of auxiliary input does not count for the running time.

Section 4

Zero Knowledge for all NP

ullet Assuming that OWFs exists, we give a \mathcal{CZK} for 3COL .

- Assuming that OWFs exists, we give a \mathcal{CZK} for 3COL.
- We show how to transform it for any $\mathcal{L} \in \mathcal{NP}$ (using that $3COL \in \mathcal{NPC}$).

- Assuming that OWFs exists, we give a \mathcal{CZK} for 3COL.
- We show how to transform it for any $\mathcal{L} \in \mathcal{NP}$ (using that $3COL \in \mathcal{NPC}$).

- Assuming that OWFs exists, we give a CZK for 3COL.
- We show how to transform it for any $\mathcal{L} \in \mathcal{NP}$ (using that $3COL \in \mathcal{NPC}$).

Definition 17 (3COL)

 $G = (M, E) \in 3COL$, if $\exists \phi : M \mapsto [3]$ s.t. $\phi(u) \neq \phi(v)$ for every $(u, v) \in E$.

\mathcal{CZK} for 3COL

- Assuming that OWFs exists, we give a \mathcal{CZK} for 3COL.
- We show how to transform it for any $\mathcal{L} \in \mathcal{NP}$ (using that $3COL \in \mathcal{NPC}$).

Definition 17 (3COL)

 $G = (M, E) \in 3COL$, if $\exists \phi : M \mapsto [3]$ s.t. $\phi(u) \neq \phi(v)$ for every $(u, v) \in E$.

We use commitment schemes.

The protocol

Let π_3 be the set of all permutations over [3].

The protocol

Let π_3 be the set of all permutations over [3]. We use perfectly binding commitment Com .

The protocol

Let π_3 be the set of all permutations over [3]. We use perfectly binding commitment Com .

Protocol 18 ((P, V))

Common input: Graph G = (M, E) with n = |G|

P's input: a (valid) coloring ϕ of G

- **1** P chooses $\pi \leftarrow \Pi_3$ and sets $\psi = \pi \circ \phi$
- ② $\forall v \in M$: P commits to $\psi(v)$ using Com (with security parameter 1ⁿ).

Let c_v and d_v be the resulting commitment and decommitment.

- 3 V sends $e = (u, v) \leftarrow E$ to P
- **1** P sends $(d_u, \psi(u)), (d_v, \psi(v))$ to V
- V verifies that (1) both decommitments are valid, (2) $\psi(u), \psi(v) \in [3]$ and (3) $\psi(u) \neq \psi(v)$.

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

Completeness: Clear

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

- Completeness: Clear
- Soundness: Let {c_V}_{V∈M} be the commitments resulting from an interaction of V with an arbitrary P*.

```
Define \phi: M \mapsto [3] as follows:
```

 $\forall v \in M$: let $\phi(v)$ be the (single) value that it is possible to decommit c_v into (if not in [3], set $\phi(v) = 1$).

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

- Completeness: Clear
- Soundness: Let {c_v}_{v∈M} be the commitments resulting from an interaction of V with an arbitrary P*.

```
Define \phi: M \mapsto [3] as follows:
```

 $\forall v \in M$: let $\phi(v)$ be the (single) value that it is possible to decommit c_v into (if not in [3], set $\phi(v) = 1$).

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

- Completeness: Clear
- Soundness: Let {c_v}_{v∈M} be the commitments resulting from an interaction of V with an arbitrary P*.

```
Define \phi \colon M \mapsto [3] as follows:
```

 $\forall v \in M$: let $\phi(v)$ be the (single) value that it is possible to decommit c_v into (if not in [3], set $\phi(v) = 1$).

If G
$$\notin$$
 3COL, then $\exists (u, v) \in E$ s.t. $\psi(u) = \psi(v)$.

The above protocol is a \mathcal{CZK} for 3COL, with perfect completeness and soundness 1/|E|.

- Completeness: Clear
- Soundness: Let {c_V}_{V∈M} be the commitments resulting from an interaction of V with an arbitrary P*.

```
Define \phi \colon M \mapsto [3] as follows:
```

 $\forall v \in M$: let $\phi(v)$ be the (single) value that it is possible to decommit c_v into (if not in [3], set $\phi(v) = 1$).

If G \notin 3COL, then $\exists (u, v) \in E$ s.t. $\psi(u) = \psi(v)$. Hence V rejects such x w.p. a least 1/|E|

Proving \mathcal{ZK}

Fix a deterministic, non-aborting V* that gets no auxiliary input.

Proving \mathcal{ZK}

Fix a deterministic, non-aborting V* that gets no auxiliary input.

Algorithm 20 (S)

Input: A graph G = (M, E) with n = |G| Do $n \cdot |E|$ times:

- Choose $e' = (u, v) \leftarrow E$. Set $\psi(u) \leftarrow [3]$, $\psi(v) \leftarrow [3] \setminus \{\psi(u)\}$, and $\psi(w) = 1$ for $w \in M \setminus \{u, v\}$
- ② $\forall v \in M$: commit to $\psi(v)$ to V^* (resulting in c_v and d_v)
- **3** Let e be the edge sent by V^* . If e = e', send $(d_u, \psi(u)), (d_v, \psi(v))$ to V^* , output V^* 's output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Proving \mathcal{ZK} cont.

Claim 21

$$\{(P(w_x), V^*)(x)\}_{x \in 3COL} \approx_c \{S^{V^*(x)}(x)\}_{x \in 3COL}, \text{ for any } \{w_x \in P_{3COL}(x)\}_{x \in 3COL}.$$

Consider the following (inefficient simulator)

Algorithm 22 (S')

Input: G = (V, E) with n = |G|

Find (using brute force) a valid coloring ϕ of G

Do $n \cdot |E|$ times

- $oldsymbol{0}$ Act as the honest prover does given private input ϕ
- 2 Let *e* be the edge sent by V*.

W.p. 1/|E|, S' sends $(\psi(u), d_u), (\psi(v), d_v)$ to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Consider the following (inefficient simulator)

Algorithm 22 (S')

Input: G = (V, E) with n = |G|

Find (using brute force) a valid coloring ϕ of G

Do $n \cdot |E|$ times

- lacktriangle Act as the honest prover does given private input ϕ
- 2 Let e be the edge sent by V^* . W.p. 1/|E|, S' sends $(\psi(u), d_u), (\psi(v), d_v)$ to V^* , output V^* 's output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Claim 23

$$\{S^{V^*(x)}(x)\}_{x \in 3COL} \approx_c \{S'^{V^*(x)}(x)\}_{x \in 3COL}$$

Consider the following (inefficient simulator)

Algorithm 22 (S')

Input: G = (V, E) with n = |G|

Find (using brute force) a valid coloring ϕ of G

Do $n \cdot |E|$ times

- $oldsymbol{0}$ Act as the honest prover does given private input ϕ
- 2 Let e be the edge sent by V*. W.p. 1/|E|, S' sends $(\psi(u), d_u), (\psi(v), d_v)$ to V*, output V*'s output and halt.

Otherwise, rewind the simulation to its first step.

Abort

Claim 23

$$\{S^{V^*(x)}(x)\}_{x \in 3COL} \approx_c \{S'^{V^*(x)}(x)\}_{x \in 3COL}$$

Proof: ?

Proving Claim 23

Assume \exists PPT D, $p \in \text{poly}$ and an infinite set $\mathcal{I} \subseteq 3\text{COL } s.t.$

$$\left| \Pr[\mathsf{D}(|x|\,,\mathsf{S}^{\mathsf{V}^*(x)}(x)) = 1] - \Pr[\mathsf{D}(|x|\,,\mathsf{S'}^{\mathsf{V}^*(x)}(x)) = 1] \right| \ge 1/p(|x|)$$

for all $x \in \mathcal{I}$.

Proving Claim 23

Assume \exists PPT D, $p \in$ poly and an infinite set $\mathcal{I} \subseteq$ 3COL s.t.

$$\left| \Pr[D(|x|, S^{V^*(x)}(x)) = 1] - \Pr[D(|x|, S'^{V^*(x)}(x)) = 1] \right| \ge 1/p(|x|)$$

for all $x \in \mathcal{I}$.

Hence, \exists PPT \mathbb{R}^* and $b \neq b' \in [3]$ such that

$$\{\mathsf{View}_{\mathsf{R}^*}(\mathsf{S}(b),\mathsf{R}^*(x))(1^{|x|})\}_{x\in\mathcal{I}}\not\approx_{c}\{\mathsf{View}_{\mathsf{R}^*}(\mathsf{S}(b'),\mathsf{R}^*(x))(1^{|x|})\}_{x\in\mathcal{I}}$$

where S is the sender in Com.

Proving Claim 23

Assume \exists PPT D, $p \in$ poly and an infinite set $\mathcal{I} \subseteq 3COL$ s.t.

$$\left| \Pr[D(|x|, S^{V^*(x)}(x)) = 1] - \Pr[D(|x|, S'^{V^*(x)}(x)) = 1] \right| \ge 1/p(|x|)$$

for all $x \in \mathcal{I}$.

Hence, \exists PPT \mathbb{R}^* and $b \neq b' \in [3]$ such that

$$\{\mathsf{View}_{\mathsf{R}^*}(\mathsf{S}(b),\mathsf{R}^*(x))(1^{|x|})\}_{x\in\mathcal{I}}\not\approx_{c}\{\mathsf{View}_{\mathsf{R}^*}(\mathsf{S}(b'),\mathsf{R}^*(x))(1^{|x|})\}_{x\in\mathcal{I}}$$

where S is the sender in Com.

We critically used the non-uniform security of Com

S' is a good simulator

Claim 24

$$\{(\mathsf{P}(w_x),\mathsf{V}^*)(x)\}_{x\in 3\mathsf{COL}} \approx_c \{\mathsf{S'}^{\mathsf{V}^*(x)}(x)\}_{x\in 3\mathsf{COL}}, \text{ for any } \{w_x\in \mathsf{R}_{G\mathcal{I}}(x)\}_{x\in 3\mathsf{COL}}.$$

S' is a good simulator

Claim 24

$$\{(P(w_x), V^*)(x)\}_{x \in 3COL} \approx_c \{S'^{V^*(x)}(x)\}_{x \in 3COL}, \text{ for any } \{w_x \in R_{\mathcal{GI}}(x)\}_{x \in 3COL}.$$

Proof: ?

Aborting verifiers

- Aborting verifiers
- Auxiliary inputs

- Aborting verifiers
- Auxiliary inputs
- Soundness amplification

- Aborting verifiers
- Auxiliary inputs
- Soundness amplification

- Aborting verifiers
- Auxiliary inputs
- Soundness amplification
- Non-uniform hiding guarantee

Let (P, V) be a \mathcal{CZK} for 3COL, and let Map_X and Map_W be two poly-time functions s.t.

• $\forall x \in \{0,1\}^*$: $x \in \mathcal{L} \Leftrightarrow \mathsf{Map}_X(x) \in \mathsf{3COL}$,

Let (P, V) be a \mathcal{CZK} for 3COL, and let Map_X and Map_W be two poly-time functions s.t.

- $\forall x \in \{0,1\}^*$: $x \in \mathcal{L} \Leftrightarrow \mathsf{Map}_X(x) \in \mathsf{3COL}$,
- $\forall x \in \mathcal{L}$ and $w \in R_L(x)$: $Map_W(x, w) \in R_{3COL}(Map_X(x))$

Let (P, V) be a \mathcal{CZK} for 3COL, and let Map_X and Map_W be two poly-time functions s.t.

- $\forall x \in \{0,1\}^*$: $x \in \mathcal{L} \Leftrightarrow \mathsf{Map}_X(x) \in \mathsf{3COL}$,
- $\forall x \in \mathcal{L}$ and $w \in R_L(x)$: $Map_W(x, w) \in R_{3COL}(Map_X(x))$

Let (P, V) be a \mathcal{CZK} for 3COL, and let Map_X and Map_W be two poly-time functions s.t.

- $\bullet \ \forall x \in \{0,1\}^* \colon x \in \mathcal{L} \Leftrightarrow \mathsf{Map}_X(x) \in \mathsf{3COL},$
- $\forall x \in \mathcal{L}$ and $w \in R_L(x)$: $Map_W(x, w) \in R_{3COL}(Map_X(x))$

Protocol 25 ((P_L, V_L))

Common input: $x \in \{0, 1\}^*$

 $P_{\mathcal{L}}$'s input: $w \in R_{\mathcal{L}}(x)$

- The two parties interact in $\langle (P(Map_W(x, w)), V)(Map_X(x)) \rangle$, where $P_{\mathcal{L}}$ and $V_{\mathcal{L}}$ taking the role of P and V respectively.

Claim 26

 $(P_{\mathcal{L}}, V_{\mathcal{L}})$ is a \mathcal{CZK} for \mathcal{L} with the same completeness and soundness as (P, V) as for 3COL.

Claim 26

 $(P_{\mathcal{L}}, V_{\mathcal{L}})$ is a \mathcal{CZK} for \mathcal{L} with the same completeness and soundness as (P, V) as for 3COL.

Completeness and soundness: Clear.

Claim 26

 $(P_{\mathcal{L}}, V_{\mathcal{L}})$ is a \mathcal{CZK} for \mathcal{L} with the same completeness and soundness as (P, V) as for 3COL.

- Completeness and soundness: Clear.
- Zero knowledge: Let S (an efficient) ZK simulator for (P, V) (for 3COL).

Define $S_{\mathcal{L}}(x)$ to output $S(\operatorname{Map}_{X}(x))$, while replacing the string $\operatorname{Map}_{X}(x)$ in the output of S with x.

```
 \{ (\mathsf{P}(w_{x}), \mathsf{V}^{*})(x) \}_{x \in \mathcal{L}} \not\approx_{\mathcal{C}} \{ \mathsf{S}_{\mathcal{L}}^{\mathsf{V}^{*}(x)}(x) \}_{x \in \mathcal{L}} \text{ for some } \mathsf{V}_{\mathcal{L}}^{*}, \text{ implies } \\ \{ (\mathsf{P}(\mathsf{Map}_{W}(x, w_{x})), \mathsf{V}^{*})(x) \}_{x \in \mathsf{3COL}} \not\approx_{\mathcal{C}} \{ \mathsf{S}^{\mathsf{V}^{*}(x)}(x) \}_{x \in \mathsf{3COL}},
```

Claim 26

 $(P_{\mathcal{L}}, V_{\mathcal{L}})$ is a \mathcal{CZK} for \mathcal{L} with the same completeness and soundness as (P, V) as for 3COL.

- Completeness and soundness: Clear.
- Zero knowledge: Let S (an efficient) ZK simulator for (P, V) (for 3COL).

Define $S_{\mathcal{L}}(x)$ to output $S(\operatorname{Map}_{X}(x))$, while replacing the string $\operatorname{Map}_{X}(x)$ in the output of S with x.

```
 \{(\mathsf{P}(w_{x}),\mathsf{V}^{*})(x)\}_{x\in\mathcal{L}}\not\approx_{\mathcal{C}} \{\mathsf{S}^{\mathsf{V}^{*}(x)}_{\mathcal{L}}(x)\}_{x\in\mathcal{L}} \text{ for some } \mathsf{V}^{*}_{\mathcal{L}}, \text{ implies } \{(\mathsf{P}(\mathsf{Map}_{W}(x,w_{x})),\mathsf{V}^{*})(x)\}_{x\in\mathsf{3COL}}\not\approx_{\mathcal{C}} \{\mathsf{S}^{\mathsf{V}^{*}(x)}(x)\}_{x\in\mathsf{3COL}},
```

• $V^*(x)$: find $x^{-1} = \operatorname{Map}_X^{-1}(x)$ and act like $V_L^*(x^{-1})$